

CRAFT MODEL & HOBBY

INDUSTRY

JUNE
1977

Preview . . .

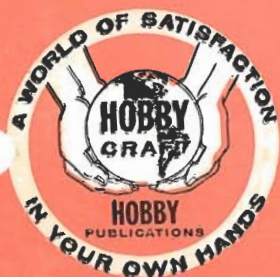
The 1st MACHA Trade Show Chicago July 17-19

—Also In This Issue—

- Power Packs
- Open House Report
- A Ribbon Project

'The World
of
Miniatures'

(See page 71)



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Monogram has more 1/48 scale airplanes than anyone. More choices to keep your customers coming back.

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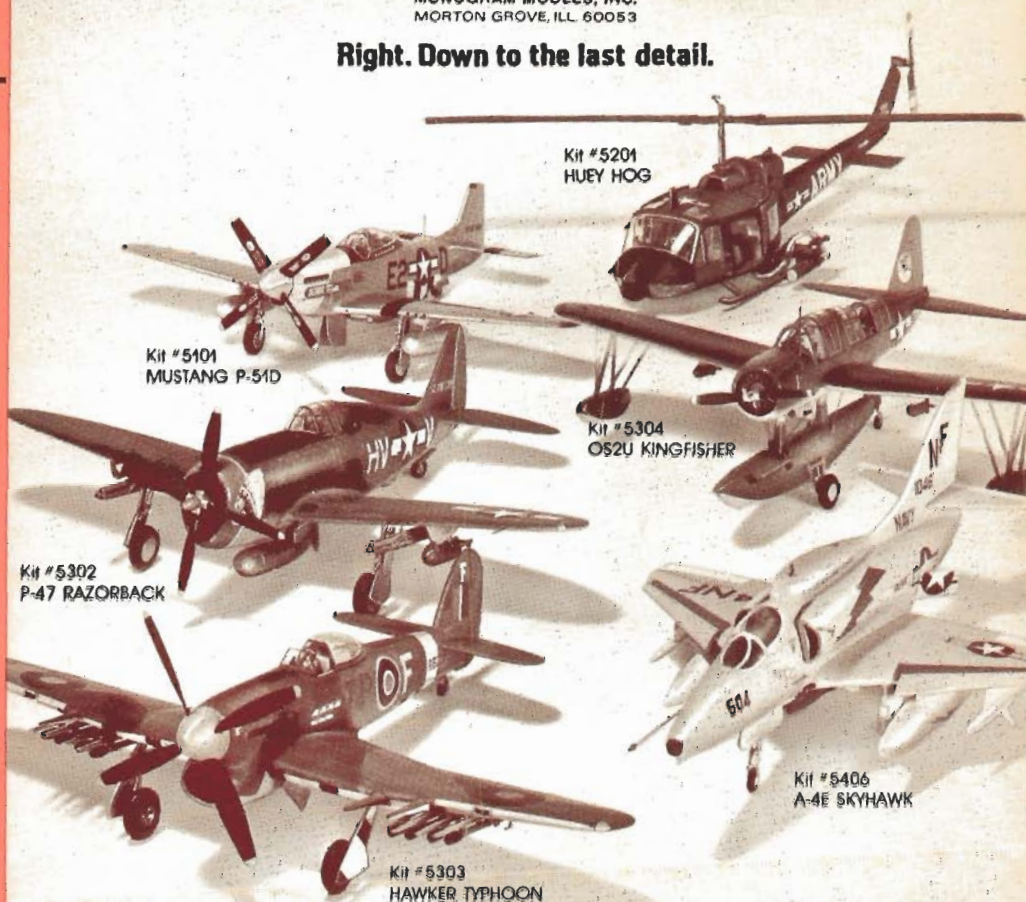
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Plan to Visit Origins 77, July 22-24

By Richard Mataka, *Special Projects Editor*

ORIGINS began three years ago in Baltimore Maryland. The convention was started by a group of hobbyists who belonged to a club known as "Interest Group Baltimore" (IGB). This club was associated with The Avalon Hill Game Co. in the testing of their wargame line prior to release. It was inevitable that when the idea came up for Origins I "IGB" asked Avalon Hill for assistance. This aid came in the form of publicizing the event and helping in the administrative duties. The following year Avalon Hill took over even more of the responsibilities for Origins II and now IGB was helping them run the convention. This arrangement was well suited for everyone and marked the beginning of what is destined to be the largest followed convention in the hobby today.

During the first two years of Origins there were a few miniature manufacturers displaying their wares. Overall, there was a predominance of boardgame companies and these Origins, held in Baltimore became known as Boardgame Conventions. With only this one segment of the entire wargame hobby represented the first year boasted an attendance of 1,500 and the second year 2,500. Both years consumers and manufacturers left well satisfied with the weekend proceedings.

Origins 77 is different from the previous two years in many ways. This year's Origins is going to be held in New York at Wagner College on Staten Island. Not only are the many boardgame companies going to be there but also the major miniature manufacturers. This is going to be one of the first times that so many manufacturers will

be brought together under one roof. Collectors figure and Wargame figure manufacturers, Rule Book Publishers, Book Publishers, and Boardgame manufacturers will all be represented at this weekend extravaganza. A total of 39 manufacturers will be in attendance, which represents most of the major companies involved with this intriguing hobby.

Why is it intriguing? What attracts consumers to such an event? Both of these questions can have numerous answers from various people. In my opinion, the main reasons are the manufacturers' releases of "NEW" products, the getting together of people with similar interests, and the seminars and competitions that take place at these major conventions. Almost all of the companies are involved in judging some type of competition involving one or more of their products, while other companies will be giving Seminar Talks on the various aspects of gaming. Overall, this format has proven tremendously popular with the consumer at large and many of the events are sold out during pre-registration.

Origins 77 is the beginning of what is hoped to be a "National Convention" representing the entire Wargame and Figure Collecting hobby. It is going to be a convention that will be hosted by a company in a different part of the nation every year. It is one that will travel to the people, taking the hobby and its newest releases to them. Coupled with this are the various competitions that challenge the gamer or painter in their specialities; so large consumer participation is inevitable.

Here is some additional information on Lodging and the Transportation to and from the Convention area.

LODGING

Dorms have been made available on campus. Half of the rooms are air-conditioned available on first-come-first-served. The cost per person is \$8.00 per night for a double and \$10.00 a night for a single. There is an additional \$1.00 deposit for the room key which is to be paid when you pick it up. The room *must* be booked in advance. Room keys can be picked

up during the day of the convention starting at 1:00 PM Friday. All rooms must be cleared by 6:00 PM Sunday. The rooms must be reserved for both nights — Friday and Saturday.

The Staten Island Holiday Inn has made special rates available for ORIGINS '77. Single room per night: \$24.00. Double room per night: \$30.00. Each additional person add \$4.00. You must write *directly* to the Staten Island Holiday Inn to make a reservation. You *cannot* book rooms

through the Holiday Inn national reservation service. They also request a deposit of one night's rate. The address is: Holiday Inn Staten Island, 1415 Richmond Ave., Staten Island, NY 10314. The Inn is a 10 minute car drive from Wagner College. We have 150 rooms blocked out. Once these are gone that's it. The Holiday Inn is the only Inn on the island. First come, first served.

TRANSPORTATION

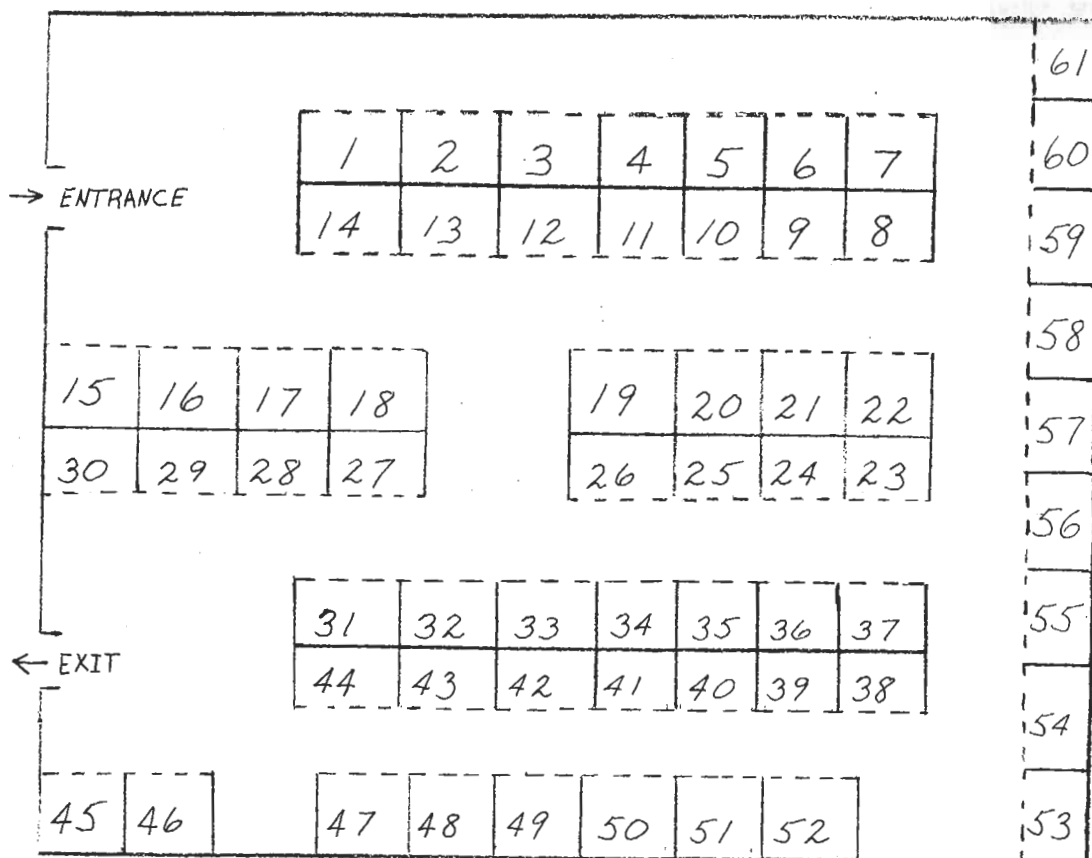
For those people flying to New York the closest airport to the College



Part of the crowd at the awards ceremony of ORIGINS II listens as Randall Reed of The Avalon Hill Game Co. brings the convention to a close.



Kingmaker tournament draws male and female alike in run-off featuring game that won "Best Wargame of the Year" award at convention.



LIST OF EXHIBITORS & MAP FLOOR PLAN FOR ORIGINS '77

The following is a listing of the manufacturers who will be at Origins 77 and the booth numbers where they will be located.

	Booth #		
The Avalon Hill Game Co.	32, 33 & 34	Excaltre	59
Battleline	8 & 9	Fantasy Games Unlimited	38
C in C	58	Flying Buffalo	27
Dave Casciano & Co.	45	Game Designers Workshop	20
Cavalier Miniatures	31	GHQ	1 & 2
Chaosium	60 & 61	Grenadier	28 & 29
Conflict Game	19	Heritage Models	24, 25, & 26
Conflict Simulations Society	53	Hippocrene	4
Control Box	30	Historical Perspectives	49
Bill Dean	11, 12, 13, & 14	D. Houseman Associates	47
		Stan Johansen Miniatures	5
		Little Soldier	21 & 22
		Tom Loback	10
		Minifigs	42, 43, & 44
		Monarch Miniatures	3
		Midge Miniatures	50
		Morningside Games	6
		Old Guard Miniatures	39
		Oldenburg Grenadiers	48
		Ral Partha	36 & 37
		Quest Games	7
		Simulations Design Corp.	51 & 52
		Simulations Publications, Inc.	17, & 18
		Teka Brushes	23
		Tactical Studies Rules	40 & 41
		U.S. Naval Institute	35
		Vulcan Miniatures	
		(Battleline Models)	46
		Zocchi Associates	54, 55, 56 & 57

would be Newark Airport, NJ (Approximately 15 miles away). The next alternate airport would be JFK. From mid-Manhattan you can take the Domenico Bus from the Port Authority to Wagner College or the Holiday Inn. The easiest mode of transportation is private vehicle. The campus is a few minutes off Interstate 278 near the Verrazano-Narrows Bridge. Details will be outlined in the program book. For those staying at the Holiday Inn we will make available a free shuttle bus service to the campus, on Friday and Saturday.

This is a detailed listing of the var-

ious Seminars, Tournaments and Painting Competitions that will be held on this weekend. For further information as to when these events will occur write to the address located at the end of this article.

SEMINARS

Dungeons and Dragons Seminar (11) TSR gives a 2 hour discussion on trends in D&D conducted by Rob Kuntz author of Greyhawk. \$1.00.

An Introduction to Painting Figurines (12) sponsored by Grenadier and given by Jay Hadley a step by step procedure on how to do it. One hour. Free.

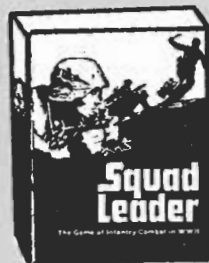
Publishing Historical Games (13) Jim Dunnigan gives a talkathon on how to publish games. \$1.00.

Applications of Fantasy and Magic in Wargaming (23) A two hour discussion on the subject with Scott Bizar of Fantasy Games Unlimited with Lin Carter and others. \$1.00.

Modern Aerial Warfare Seminar (24) Speakers and films on the subject including footage on actual air combat, given by Damian Houseman and others. 3 hours long. \$3.00.

Tactical Games Seminar (25) A 2 hour discussion on SPI's tactical level games plus a question and answer period by Richard Berg and

What does a Great 3rd Baseman think about in a tight situation . . . ?



***TRANSLATION:** "Brand new games by Avalon Hill shown for the first time at ORIGINS 77—and here am I stuck with a 3-game series in Seattle. At least I have my Sports Illustrated games to keep me company during the road trips."

Brooks Robinson is not kidding. He *does* play Avalon Hill/Sports Illustrated games with his 3 teen-age sons. Soon, he'll be getting into battle games. He'll *have* to! Brooks is working as a salesman/marketing/promo man for Avalon Hill when not on duty as Player-coach of the Baltimore Orioles. In his long pro career, Brooks has won 16 Gold Gloves; has appeared in 17 consecutive All-Star games. So when Brooks talks, people listen. And while Brooks talks them up on the road, we'll be talking them up right here at our booth where our entire line is on display.

Choose from any of these AVALON HILL GAMES:

STRATEGY GAMES

Gettysburg
Tactics II
D-Day
Waterloo
Afrika Korps
Midway
Battle of the Bulge
Blitzkrieg
War at Sea
Alexander the Great
Wooden Ships
Russian Campaign
BOOKCASE GAMES
Shakespeare

Word Power
Stock Market
Kriegspiel
Panzerblitz
Business Strategy
Luftwaffe
Origins of WW II
Richtofen's War
Panzer Leader
Third Reich
Baseball Strategy
Football Strategy
Basketball Strategy
1776
Kingmaker

Diplomacy
Starship Troopers
Arab-Israeli Wars
Tobruk
Outdoor Survival

LEISURE TIME GAMES BOOKSHELF GAMES

Events
Contigo
Twixt
Oh-Wah-Ree
Executive Decision
Chess
Go
Point of Law

Acquire
Challenge Football
Challenge Golf
Stocks & Bonds
Play
Facts in Five
Feudal
Foil
Image
The Collector
Mr. Who
Challenge Bridge
GAMETTES
Venture
Foil

Evade
Sleuth
SPORTS ILLUSTRATED
Paydirt (Pro Football)
College Football
Superstar Baseball
Go For The Green
Track Meet
ALADDIN
Deluxe Tripples
Barrier
Perplexus
Tripples
Totally
Bali

Mark Herman. \$1.00.

Criteria: What is a Good Game? (26) Randal C. Reed gives the Avalon Hill philosophy in game design as applied to recent releases—an open forum for audience participation. \$1.00.

Science Fiction Games Seminar (27) A two hour discussion of SPI's science fiction games plus question and answers by Redmond Simonsen, Tom Walzyck and Greg Costikyan. \$1.00.

Basic Design Techniques (40) Jim Dunnigan, Irad Hardy and Frank Davis on how to design historical games. \$2.00.

Before the Rising Sun (41) A preview of Avalon Hill's soon to be released game, Rising Sun, by designer Larry Pinsky. \$1.00.

Fantasy Gaming Today: Where Is It? (42) A talk on fantasy gaming background plus question and answers by Dave Arneson co-designer of D&D. \$1.00.

Operational Level Games Seminar (50) A two hour discussion on SPI's divisional/regimental World War II games plus a question and answer period by Tom Walzyck and Ed Curran. \$1.00.

Everything You've Always Wanted to Know About Avalon Hill (51) A question and answer session with AH's design staff including free lance designers: John Prados, John Hill, Hal Hock, etc. \$1.00.

Wargaming Skill — A Lost Art? (52) Attack Wargamers give a discussion on how to win at wargames. \$3.00.

QuadriGame Seminar (53) A two hour discussion on SPI's Quads plus a question and answer period by Irad Hardy and Ed Curran. \$1.00.

Game Designing and Selling (54) Lou Zocchi gives tips on how to do research, layout mapboards, cut costs, and market original game designs. One hour. \$2.00.

SPI Roast - The SPI staff is brought forward for questions from the audience. Free.

TOURNAMENTS

All first place winners will receive an ORIGINS 77 plaque in addition to any other prize offered.

Naval Miniatures (14) (Attack Wargamers): A free-for-all single round event utilizing 1:1200 scale ships, which will be provided. Rules to be used are AW Victory at Sea they will be demonstrated prior to the game. Prizes: 1st, 12 ships; 2nd 12

ships; all contestants can keep any ship they sink as well as their own if it's afloat at the end. \$3.00.

Avalon Hill Classic 500 (15) (AH): Elimination tournament using Stalingrad, Waterloo or Africa Korps. AK the final game if no other can be agreed upon. Prizes: 1st, \$100; 2nd, \$50; 3rd, \$35; 4th \$25; 5th-8th, \$10 plus any AH game; 9th-16th, an AH game, 17th-32nd, sub to The General. \$5.00.

Football Strategy (16) (Avalon Hill): Elimination tournament. Prize: 2nd, any AH game; 3rd, any \$9 AH game; 4th, sub to The General. \$1.00.

Miniatures Battles in the Age of the Conan (17) (Fantasy Games unlimited): Single elimination using 25mm figures and Royal Armies of the Hyborean Age rules. Maximum of 1500 point armies and one Wizard. Prizes: 1st, Trophy and \$15 credit; 2nd, \$15 credit; 3rd-5th, \$10 credit. \$1.00.

Tactical Shoot-out (18) (SPI): Elimination tournament using special scenarios for Patrol and Star-Solider. Prizes: 1st, \$50 credit; 2nd, \$25 credit; 3rd-4th, \$10 credit. \$1.00.

Blue and Gray (19) (SPI): Single elimination using Chickamauga or

OUR ARMY THEIR ARMY



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Part of the 30 odd militaria booths present at ORIGINS II in Baltimore.



3-dimensional miniatures provide focal point for table-top wargaming tournament.

Shiloh. The final round must be **Chickamauga**. Prizes: 1st, \$100 credit; 2nd, \$50 credit; 3rd-4th, \$25 credit. \$2.00.

Dungeons and Dragons (20, 48, 49, 59) (Dave Arneson): Sixteen separate expeditions. Given in blocks of 4 expeditions. Each expedition will have a 12-person team. Prize: To be announced later to best on team and to all members of best team. \$2.00.

Fighter Combat (21) (Lou Zocchi & Assoc): Demolition Derby using LZ's **Basic Fighter Combat** rules. Prizes: 1st, \$15 credit; 2nd, \$10 credit; 3rd-5th, \$5 credit. \$1.00.

Russian Civil War (22) (SPI): Elimination tournament. Prizes: 1st, \$100 credit; 2nd-5th, \$25 credit. \$2.00.

Rift Trooper (28) (Attack Wargaming): Single elimination with final round being a free for all melee. Prizes: 2nd-4th, a game. \$2.00.

War at Sea (29) (Avalon Hill): Single elimination. Prize: 2nd, any AH game; 3rd, any \$9 AH game; 4th, Sub to **The General**. \$1.00.

Wooden Ships & Iron Men (30) (Avalon Hill): single elimination. Each player will control two-six ships. Prizes: 2nd, any AH game; 3rd, any \$9 AH game; 4th, sub to **The General**. \$1.00.

GHQ Micro Armour (31) (GHQ): Four round team elimination utilizing **Tractics** rules. Scenarios will be both modern and WWII. Figures will be supplied. Entrants must form their own 3-man teams. Tournament run by IGB and AWA. Prizes: 1st, \$65 credit for team, 2nd, \$35 credit for team; Best Tactician Cup will be given to best individual. \$15.00 per team.

Air Force/Dauntless (32) (Battleline): Single elimination using a combination of rules from both games. Prizes: 1st, \$100; 2nd, \$50; 3rd, \$25 and a BL game; 4th, one BL game. \$1.00.

Nathaniel Greene Tournament (33) (Oldenberg Grenadiers): A point rated three round tournament utilizing OG games. Each person will play both sides against their opponent. Prizes: 1st, \$200 and a sub to any wargaming mag; 2nd, \$100 plus sub; 3rd, \$50 plus sub; 4th, \$25 and sub. \$1.00.

WRG Ancient Wargaming Competition (34) (Society of Ancients): Single elimination utilizing **WRG Ancient Rules**. Must bring armies of 1000 points. Rounds will go 12 turns or 3

hours. Prizes: To be announced later. \$3.00.

Firefight (35) (SPI): Elimination tournament using specially constructed scenarios. Prizes: 1st, \$50 credit; 2nd, \$25 credit; 3rd-4th, \$10 credit. \$2.00.

Pre-20th Century Continental (36) (SPI): Single elimination tournament using **Breitenfeld** or **Wargram**. Prizes: 1st, \$50 credit; 2nd, \$25 credit; 3rd-4th, \$10 credit. \$1.00.

20th Century (37) (SPI): Single elimination event using **Wurzburg** or **Arnhem**. Prizes: 1st, \$100 credit; 2nd, \$50; 3rd-4th, \$25 credit. \$2.00.

Metamorphosis Alpha (38, 60) (TSR): Two Group Adventures. Each will be conducted by James Ward for 10 people. Prizes: 1st, \$20; 2nd, \$10; 3rd, \$7.50; 4th, \$5. \$1.00.

Diplomacy (43) (Avalon Hill): A two round tournament conducted by the IDA. Competition to be figured according to the Birsan/Rocamora point system on the basis of both rounds. Prizes: 2nd, any AH game; 3rd, any \$9 AH game; 4th, sub to **The General**. Additional prizes for best score for each of the seven Great Powers. \$2.00.

Kingmaker (44) (Avalon Hill): A three round elimination with winners judged on Victory Conditions or Parliamentary strength. Prizes: 2nd, any AH game; 3rd, any \$9 AH game; 4th, sub to **The General**. \$1.00.

Imperialism (45) (Central Pennsylvania Strategists' Club): A two round event using Flying Buffalo's **Imperialism**. Prizes: 2nd-4th, copies of the game. \$2.00.

Star Fleet (46) (Lou Zocchi & Assoc): Demolition derby using LZ's **Star Fleet Battle Manual**. Prizes: 1st, \$15 credit; 2nd, \$10 credit; 3rd, \$5 credit. \$1.00.

Fight in the Skies (47) (TSR): A one round 16 Player tournament recommended for experienced players. Prizes: 1st, \$10 credit; 2nd, \$5.00 credit; \$1.00.

Star Battle, Stardate 7707.24 (55) (Attack wargaming): One round free-for-all utilizing Starship miniatures provided by AW. Rules to be used are Federation Manual for Star Fleet Combat in Miniature by AW. A demo will proceed tournament. Prizes: 1st, 5 ships; 2nd, 3 ships; All players may keep any ships they destroy plus their own surviving ship. \$4.00.

Gladiator (56) (Fantasy Games Unltd): A two round free-for-all using FGU's **Gladiator** rules. Prizes: 1st,

\$15 credit; 2nd, \$15 credit; 3rd-5th, \$10 credit. \$1.00.

Nuclear War (57) (Flying Buffalo): A two round elimination tournament using FB's **Nuclear War**. Prizes: 1st, any FB game, 2nd-5th, any FB game. \$2.00.

Battle Stations (58) (D. Housman Assoc): Single round free-for-all using DH's **Battle Station** rules for naval combat. Prizes: 1st, \$50; 2nd, \$25; 3rd, \$15. \$3.00.

Richtofen's War Demolition Derby (61) (AH): Three man teams versus three man teams. Surviving teams advance to face next teams. Prizes: 2nd, any AH game; 3rd, any \$9 AH game; 4th, sub to **The General**.

Conquest (62) (Quest Game Co.): A single elimination tournament. Prizes: 2nd-4th, puzzle book. #2. \$1.00.

REGISTRATION, CONVENTION & SHOW HOURS

Finally, the admission charges, hours that Origins will be open to the public, and the address from which you can obtain additional information.

Pre-registration is available only for those who wish to attend the *entire* convention weekend — 3:00 PM Friday 22 July thru 5:00 PM Sunday 24 July. With the enclosed form, or a facsimile the admission price is \$6.00 if submitted by July 1, 1977. Convention tickets will be sold at the door but the price for the weekend will be \$8.00. You may also purchase tickets for individual days at the door for \$3.00 per day but they *cannot* be bought in advance. Only with an admission ticket may one enter the convention facilities.

CONVENTION HOURS:

Friday: 3 PM - 2 AM
Saturday: 9 AM - 2 AM
Sunday: 9 AM - 5 PM

EXHIBIT HOURS:

Friday
3 PM-5:30 PM
6:30-9PM

Saturday
9 AM-12 noon
1 PM-5PM
6 PM-9PM

Sunday
9 AM-12 noon
2 PM-5PM

ORIGINS 77

44 East 23rd St

New York, New York 10010

Hope to see you at Origins 77 where the entire hobby will be represented.

MANGELSEN'S

(CONTINUED FROM PAGE 12)

an exact replica. It's stocked with every item we have in Omaha, and all the products have exactly the same stock numbers, prices, and other ordering details.

"If a person were visiting Dallas for the first time, and he was familiar with our Omaha facility, he could probably walk directly to any given product, the similarities in plant layout are so great."

It was because of such planning that the Mangelsen Grand Opening

proceeded smoothly, as do all their Open Houses. It was a superb chance for craft dealers to meet Mangelsen staff members from both Dallas and Omaha. Thirty manufacturers manned booths all day Saturday and Sunday, March 5 and 6. Dealers watched demonstrations, participated in make-it and take-it tables, and familiarized themselves with the plant and its operation.

Throughout everything there was the personal touch. There were Mangelsen people at the airport to greet arrivals and provide transpor-

tation to the host hotel and to the Mangelsen warehouse. Lunch was served both days in the warehouse, making it easy for exhibitors and dealers to get the most out of being at the Opening.

On Saturday night, there was a banquet for exhibitors at the Hotel LeBaron. The entire staff of Mangelsen people attended and it was a lively, friendly gathering. The food was excellent and our host, Bill Mangelsen offered words of welcome to everybody, expressing "thanks" for attending the Opening.

The warehouse itself was fully well-stocked with kits, open-stock supplies, many shelves of Fantasy Fur, and the latest Mangelsen how-to books.

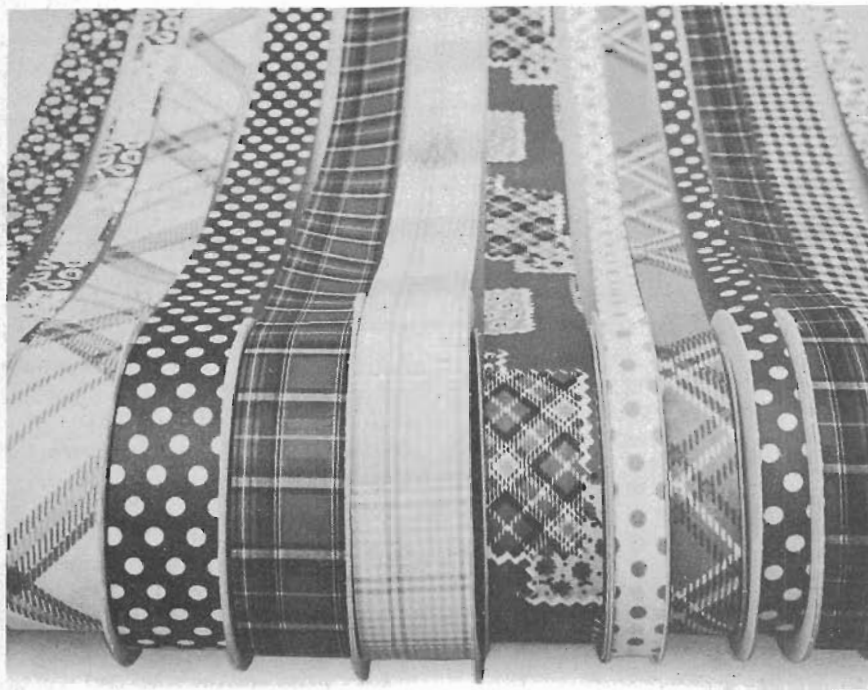
On Monday, they were treated to a free all-day workshop, which closed with a demonstration by Mangelsen's own in-house designer, Marlene LaChapelle, on how to make a stuffed toy from Plush-Pelt, the company's latest development in craft fur.

The week-end also provided a chance for the entire Mangelsen staff to become better acquainted while working together. It was common to see a buyer from Omaha pushing a broom with a Dallas warehouse employee, or to hear a designer from Omaha answer the phone for a Dallas office employee. They were all there to work . . . and work, they did, providing the comforts, educational times and smoothness of operation that so impressed the dealers in attendance.

The success of the event and of the company can probably best be measured by comments from craft dealers themselves. They included praise for individual help received at workshop sessions and make-it and take-it tables. But they were well summed up by one dealer who wrote, "I really appreciate the hospitality shown us while attending both the Open House and Workshop. I thought it was great, and thoroughly enjoyed it. The best that I have attended."

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